

More Intense Action
from SEGA

ALIEN STORM



Shape-changing alien scum takes over your city. Fry the slimy horrors and smash their bid for global conquest. Blast into action with ray guns, flame throwers, power whips and more!

But watch your step! Harmless objects might transform into vicious aliens. A trash can erupts with spiked tentacles that slash at the helpless. Only quick reflexes and precision weaponry can keep you off the aliens' menu. Tackle the invaders solo or simultaneously with a friend. Fight from two different perspectives, including a 3-D view into the screen. The excitement is red hot in this arcade classic.



1 or 2
PLAYERS

870-0870

Smulderby

Models: U.S. No. 446486/446487/446488; Europe No. 8704; Canada No. 13442/13; Hong Kong No. 88-0462; Singapore No. 88-181; Japan No. 83-29433 (Playarc)

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SEGA
GENESIS
POWER TO THE PLAYERS

JEWEL MASTER

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Jewel Master cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Jewel Master Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: Jewel Master is for one player only.



Test of Courage

Once upon a time, there was a kingdom known to all as Mythgard. Mythgard prospered in peace until the arrival of the Demon King, Jardine the Mad. Leading his dark legion, Jardine was but a step away from obliterating the kingdom...

It was then that the Twelve Masters of the Elements rose up to put an end to the Demon King's evil designs. A fierce battle ensued until there were but four Masters opposing Jardine. Pooling their powers into a Holy Blade, the four Masters prepared for the final battle.

You alone have been entrusted with the task of fighting your way through wicked worlds filled with Jardine's slimy servants to engage in a final showdown with Jardine. To make matters worse, you can only get the necessary magic powers by finding them along the way!



The four Masters have carelessly left magical rings for your enemies to discover and you must get them back. The rings are set with jewels which will give you magical powers beyond your wildest dreams. As the Jewel

Master, you must use the awesome powers of these rings along with your courage to assist you in your showdown with Jardine.

It is time for you to set out on your mission. And remember, you may be the four Masters' last chance to save Mythgard!



Take Control!

Learn the different button maneuvers before you start so that you can fight effectively against the enemy.



D (Directional) Button

- Press left or right to move in those directions
- Press down to kneel.
- Press up, down, right or left to move the cursor in the Ring Select screen

Start Button

- At the Title screen, press to start the game
- During the game, press to see the Ring Select screen. Press again to go back to the game screen

Button A

- Press to cast spells using your left hand
- In the Ring Select screen, press to remove all rings from your fingers

Button B

- Press to cast spells using your right hand
- In the Ring Select screen, press to remove a ring from your finger

Button C

- Press to jump

- In the Ring Select screen, press to select a ring.
- In the Ring Select screen, press to place a ring on the finger you choose.

Other Important Controls

Jumping Down

- Press the D-Button down + Button C.

Attacking while kneeling

- Press the D-Button down + Button A or B.

Attacking enemies above you

- Press the D-Button up + Button A or B.

Moving left or right while attacking enemies above you

- Press the D-Button up and left or right + Button A or B.

Note: Some magic spells are ineffective against enemies above you.

Getting Started

Read the Story screens to find out about Mythgard and the Hand, Jardine (or press Start to skip it). When the Title screen appears, press Start to see the Game Mode screen. Press the D-Button and select Options to see the Options screen, or select Start to start the game.



Options Screen

Press the D-Button up or down to move the marker from one option to another. When an option is marked, press the D-Button left or right to change its setting.



Level: Choose Easy, Normal or Hard.

Trigger: Change the actions of Buttons A, B and C.

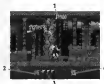
Pause Music: Select ON to hear music in the Ring Select screen or OFF to turn music off.

Sound Test: Listen to the different tunes which you will hear in the game. Press Button C to hear the tunes. Press Button A to cancel.

Exit: Leave the Options screen and return to the Title screen by pressing the A, B, C or Start Buttons.

Screen Signals

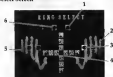
Action Screen



1. **Your score:** This increases as you destroy enemy creatures.

2. **Left-hand spell:** This spell is usually cast by pressing Button A.
3. **Life Gauge:** As you get hurt, the life gauge changes color. When it turns gray, you die.
4. **Right-hand spell:** This spell is usually cast by pressing Button B.

Ring Select Screen



1. Your right-hand spell
2. Right hand
3. Cursor
4. Jewel box
5. Left hand
6. Your left-hand spell

Bon Voyage!

Once the game begins, you must step out into the cruel world to fight enemy creatures. When you first start out, you will possess only two rings, but you can collect more by destroying certain enemies. Your magical powers depend on the rings you possess. And the fate of your mission lies in how well you make use of your rings.

There are four different groups of rings. Each group possesses one of the four powers of nature: fire, wind, water and earth. The rings in each group are ranked from level 1 to 3 according to the potency of their spell. Rings which fit nearer the center of the jewel box are less potent and rings which fit nearer the extremities of the jewel box are more potent. You start the game with the Fire 1 ring and the Water 1 ring.

You will find ten more rings as you advance through the game. These rings belong to one of the four groups. The combination of the rings you wear determines which magic power you can use. You must use your rings wisely to destroy Jardine and his grisly creatures.

Magic Powers

Barrier: Produces a shield around you that protects you from enemies.

Flame: Creates red-hot flames that burn enemies to a crisp.

Speed Up: Increases your speed.

High Jump: Enables you to jump higher.

Double Jump: Enables you to jump a second time when you are in midair.

Earthquake: Stops enemies in their tracks.

Fire Wall: Builds a wall of fiery flames.

Fire Viper: Produces a serpent of flames.

Fire Ball: Enables you to blast balls of fire.

Ice Dagger: Creates deadly blades that ricochet off walls.

Wave: Powerful energy balls which penetrate walls and other objects.

Blade: This is the only magic that can destroy Jardine.

Items

Fruit: Collecting one piece of fruit fills one unit of your life gauge.

Life Potions: Collecting one flask of life potion fills three units of your life gauge.

Fairies

Four fairies are trapped by evil spells somewhere in Myrthgard. Rescue these fairies and they will pay you back with special gifts.

Earth Fairy: Rescuing this fairy in Stage One adds an extra unit to your Life Gauge.



Wind Fairy: Rescuing this fairy in Stage Two adds an extra unit to your Life Gauge.

Fire Fairy: Rescuing this fairy in Stage Three adds an extra unit to your Life Gauge.



Water Fairy: Rescuing this fairy in Stage Four adds an extra unit to your Life Gauge.

Note: In each case your Life Gauge will be filled to maximum capacity.

Jardine's Realm of Terror

Trek through five monster-infested worlds. In the last battle, you must out-magic wicked Jardine to save Myrthgard from eternal darkness.

Stage 1: Giant flowers spew forth fiery seeds and evil goblins lurk in the dark forest. In the ruins, cast your spells and watch the spooky statues and stone monsters crumble!



Stage 2: Dodge huge sand worms that leap out from the sand as you walk across dunes! Just when you think you have arrived at civilization again, you will discover that the structure is infested with grisly monsters.



Stage 3: Dark clouds cover this land where the sun no longer shines. Travel across glaciers in this frozen wasteland as you ward off flying creatures. Make your way through the frozen



cave. Be careful! Many brave warriors have entered this cave, never to return.

Stage 4: You are getting close to Jardine's castle. Savage creatures drop boulders on you and dragons fly down from the sky. The bulls are crawling with beetles too terrible to mention. Fight your way toward Jardine's castle in the greatest test of courage you have yet experienced!



Stage 5: This is the final show-down. You have arrived at Jardine's castle. You can only restore peace to Mythgard by seeking out the Demon King and destroying him. The fate of Mythgard is in your hands!



Jardine's Creatures

Here are some of the gruesome adversaries you will face.

Stage 1

1. Troll
2. Kobold
3. Bowling ball
4. Zafenia
5. Wicked tiger



Stage 2

1. Poison moth
2. Sand worm
3. Skeleton
4. Fire bird



Stage 3

- 1 Diving bat
- 2 Crystal face
- 3 Yeti
- 4 King turtle



Stage 4

- 1 Rock face
- 2 Gargoyle
- 3 Dragon king



Stage 5

- 1 Skeleton knight
- 2 Gegerages
- 3 Demon King



Game Over and Continue

When your Life Gauge turns gray, you die and the words "Game Over" appear on the screen. If you have credits left, the word "Continue?" appears. Press Start before the timer reaches 0 to continue the game. You must start again from the beginning if the countdown reaches 0 or if you have run out of credits.

Survival Tips

- Learn the effects of different ring combinations early in the game.
- Find a combination of rings best suited to the adversaries you are facing.
- Switch rings whenever it will help you get through a situation.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

FOR GAME PLAY ASSISTANCE, PLEASE CALL:

(815) 875-GAME

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at the number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90 day limited warranty period, you may contact the Sega Consumer Service Department at the number listed on the previous page. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center, along with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.